

I CLAIM:

1. An interactive DVD gaming system comprising:

a DVD and a user-operated control for use with a DVD player, the DVD player being configured to accept game input from the user-operated control and to hold one or more game variables, each game variable having a value;

wherein the user-operated control is configured to provide user-provided game input to the DVD player; and

wherein the DVD includes data readable by the DVD player; said data including at least one sequence of audiovisual content and one or more game scripts operable to:

define a game variable;

associate a value with a game variable defined;

change a value of the game variable as a function of game input accepted from a user-operated control and the value of the game variable.

2. The system of claim 1 wherein the user-operated control is further configured to distinguish among input from a plurality of external input sources.

3. The system of claim 1 wherein the DVD is formatted according to the DVD-Video Standard.

4. In combination with a DVD player having memory storage means and being responsive to user-provided input, the improvement comprising a DVD having recorded thereon audiovisual content and a plurality of game scripts executable by the DVD player, wherein the plurality of game scripts performs actions comprising:

5 defining a game variable;  
formatting the memory storage means of the DVD player to hold a value associated with the game variable;  
associating a value with the game variable;  
changing, as a function of the value associated with the game variable and user-  
10 provided input, the value associated with the game variable;  
selecting, as a function of the value associated with the game variable and user-  
provided input, audiovisual content; and  
playing the audiovisual content selected.

15 5. The improvement of claim 4, wherein the plurality of game scripts performs changing the value of the game variable at least twice.

6. The improvement of claim 4, in combination with a DVD player of the type including memory storage means to store less than 1 kilobyte of data.

20 7. The improvement of claim 4, in combination with a DVD player configured with memory insufficient to dynamically alter a scene played during game play.

8. The improvement of claim 4, in combination with a DVD player having a user-operated control to transmit user-provided input to the DVD player.

5 9. The improvement of claim 8, wherein the plurality of game scripts further performs distinguishing among user-provided input from a plurality of external input sources.

10 10. The improvement of claim 4 further comprising a user-operated control configured to transmit user-provided input to the DVD player.

11. The improvement of claim 10 wherein the user-operated control is further configured to distinguish among user-provided input from a plurality of external input sources.

15 12. The improvement of claim 4 wherein the DVD is formatted according to the DVD-Video Standard.

13. A method for playing an interactive DVD game, comprising:  
providing a DVD for use with a DVD player, the DVD player including memory  
storage means and being configured to accept input from an external input source;  
defining a game variable;  
5 formatting the memory storage means of the DVD player to hold a value associated  
with the game variable;  
associating a value with the game variable;  
changing, as a function of the value associated with the game variable and input  
accepted from an external input source, the value associated with the game variable;  
10 selecting, as a function of the value associated with the game variable and input  
accepted from an external input source, audiovisual content; and  
playing the audiovisual content selected.

14. The method of claim 13, wherein the DVD player includes less than 1 kilobyte  
15 of memory.

15. The method of claim 13 wherein defining a game variable includes defining a  
score variable.

20 16. The method of claim 15 wherein associating includes assigning a zero value to  
a score variable.

17. The method of claim 16 wherein changing includes incrementing the value of the score variable by a predetermined amount.

18. The method of claim 17, further including displaying a value of the score  
5 variable.

19. The method of claim 17, wherein the DVD player is configured to provide output to a television responsive to the DVD player, and wherein playing includes displaying a value of the score variable on the television.  
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20. The method of claim 13, further comprising:  
distinguishing among input accepted from two or more external input sources.

21. The method of claim 13, wherein changing the value of the game variable is  
15 performed at least twice.

22. The method of claim 13 wherein the DVD is formatted according to the DVD-Video Standard.

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23. A method for playing an interactive DVD game, comprising:

providing a DVD and a user-operated control for use with a conventional DVD player, the DVD player including memory storage means and being configured to accept game input from the user-operated control;

5 defining a game variable;

formatting the memory storage means of the DVD player to hold a value associated with the game variable;

associating a value with the game variable;

changing, as a function of the value associated with the game variable and input accepted from a user-operated control, the value associated with the game variable;

10 selecting, as a function of the value associated with the game variable and input accepted from a user-operated control, audiovisual content; and

playing the audiovisual content selected.

15 24. The method of claim 23, wherein the user-operated control is configured to distinguish among two or more external input sources providing game input.

25. The method of claim 23, further comprising:

distinguishing among two or more external sources of game input.

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26. The method of claim 23 wherein the DVD is formatted according to the DVD-Video Standard.